

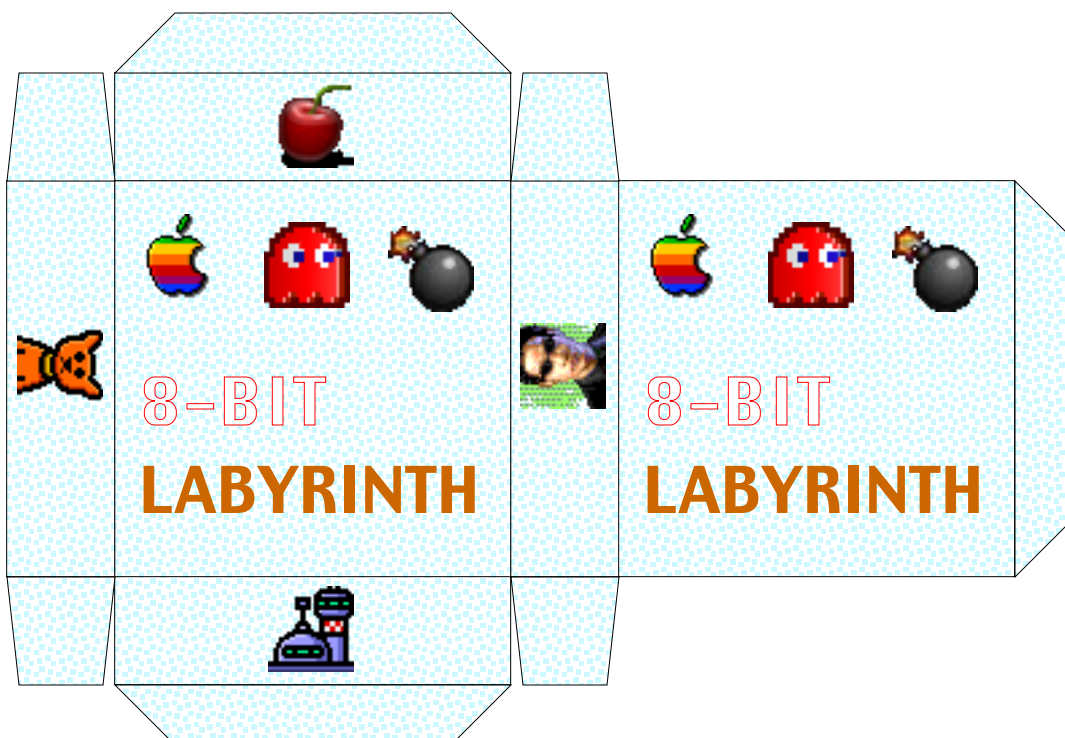
In 8-Bit Labyrinth, players earn points by laying down tiles and making continuous paths between icons on their tiles and identical icons in the maze.

To start the game, shuffle the deck and deal two cards to each player, then lay out the initial maze by drawing a number of cards equal to the player count and laying them down one at a time. Anytime cards are placed, at least one path must connect to the maze; not all paths on a tile need be connected and dead-ends are allowed.

At all times, every tile in the maze must share an edge with an adjacent tile and all parts of the maze must be reachable via orthogonally adjacent tiles; a tile or a group of tiles that are isolated or only touch by the corners is unconnected and invalid.

During their turn, a player lays down one tile from their hand. If an icon (or possibly both) on their tile connect via a continuous path to identical icons on the maze, those tiles are scorable, except when removing them would break up the maze into unconnected parts. Cards that are scored are removed and put in a score pile next to the player. A tile must always be played, even if a player is unable to score; the player ends their turn by drawing a tile to replace the one they just played.

The game ends once the draw pile is exhausted and players have placed all their tiles. The player with the most tiles in their score pile wins; in a tie, players share the win!



Example: A player placing tile 5 would make a path to three matching icons on the maze, but may only pick up and score tiles 1 and 4, as taking tile 3 would leave the maze broken up into two parts.

